

THE FAMOUS GAME of Chesse-play.

Being a Princely exercise; wherein
the Learner may profit more by reading
of this small Book, than by playing
of a thousand Mates.

Now augmented in many material things
formerly wanting, and beautified with a three-
fold Method, *viz.* of the Chesse-men,
of the Chesse-Play; of the
Chesse-Laws.

By JO. BARBIER. P.

If on your man you light,
The first draught shall you play;
If not, 'tis mine by right,
At first to lead the way.



London, Printed for William Miller, at the Gilded
in St. Pauls Church-Yard, 1693.

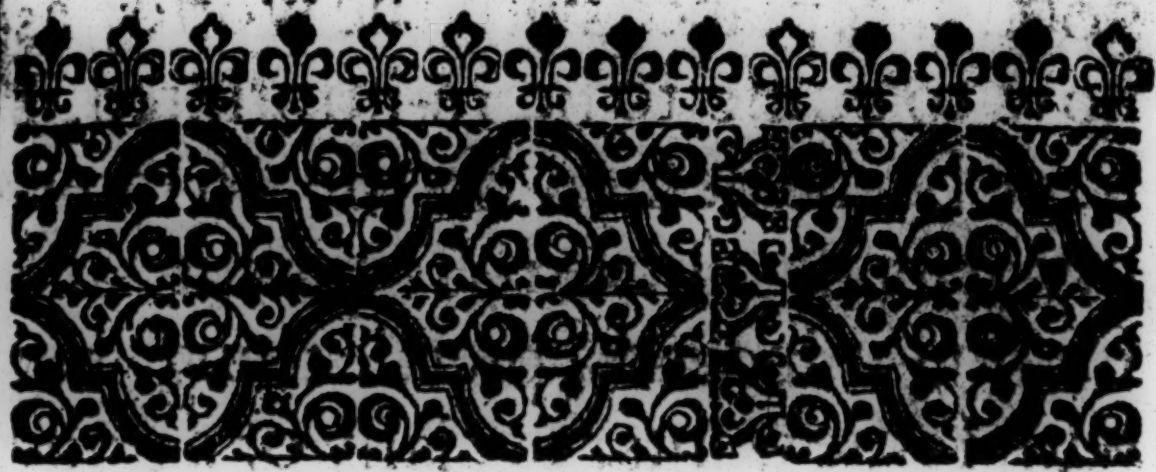
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no
to





TO
THE RIGHT
Honourable, thrice Noble and
vertuous Lady L V C Y, Countesse
of Bedford, one of the Ladies
of her Majesties Privie
Chamber.

Madame,



His little Book not
so much for the sub-
ject sake (though
much esteemed) as
for bearing in front
your Honours ho-
noured Name, having found that
A 3 good

The Epistle Dedicatory.

good acceptance with the world, and
now to come to be re-imprinted,
have been desired by the Printer
my friend, a little to review it, and
finding it indeed a prettie thing, but
with some wants, pecially of a good
Methode, I have to my best skill
rectified it for him, leaving to the
Authour (now deceased) with the
good respect and commendation
due to him for his honest and gene-
rous endeavour, his Phrase and
Stile whole, as farre as I might.
Of this (Madame) I now presume
to offer your Honour the Censure,
whose singular judgement and love
in and unto this noble exercise, is
reported to be a chiefe grace to the
same: that so both his Labour
with mine herein, may returne to
the sacred Shrine of your Ho-
nours vertues, there still to receive
protection, against Ignorance and
Malice.

For

The Epistle Dedicatory.

For which attempt of mine humbly
bly craving pardon, I rest,
Noble Madame, of

Your Honour

the most submissive

observant,

J. Barbier. P.

To the courteous Reader.

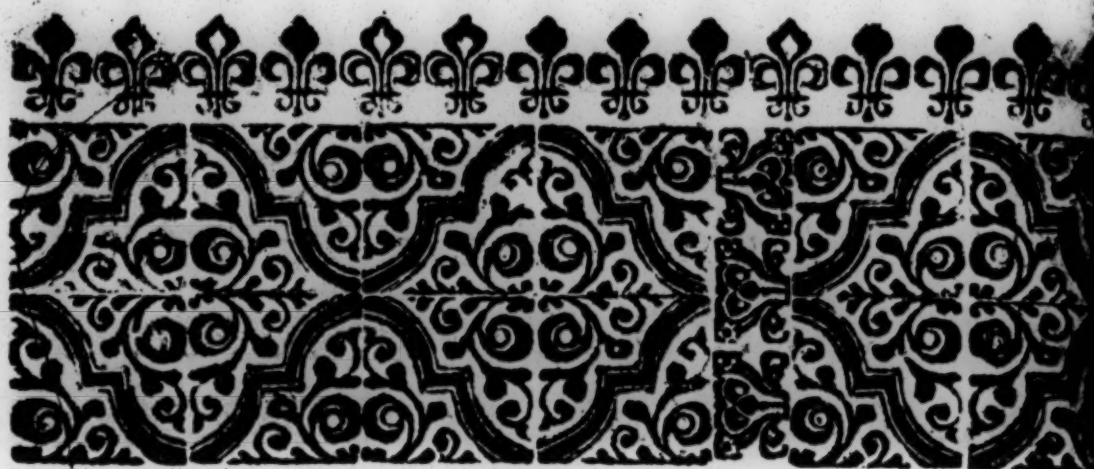
Here have beene divers the
which have written of
the Game of Chesse. playne
who have neglected to
write the particulars of
the same, but have spoken some thing
which is as much as nothing, for the
instruction of the Reader: therefore
doe I imagine they wrote all they
knew, or otherwise, not so much as
they might: wherefore courteous Rea-
der, if it shall please thee to reade this
small Booke, which to doe will soone be
performed, thou shalt finde in it, more
then yet hath been written by any other,
in very briefe manner, which will profite
thee more, then the playing of a thou-
sand Mates. For in this Book shalt thou
finde first with the names and figures of
the

To the Reader.

the men, how to place them, then their
thoughts, and how they ought to be
played, and after I have shewed thee
some reasons that there can be no rule
for this Game (as some hold opinion
there is) then shalt thou find many plea-
sant playes to give thee delight and
encouragement to proceed in exercising
this Game: Also thou shalt learne di-
rectly what a blinde Mate is, and like-
wise what a Stale is, and how it hap-
peneth to be given. And lastly, with
a word of admonition, how thou oughtest
to behave thy selfe in playing at this
Game, thou shalt likewise be informed
of the Lawes thereof, that both thou
mayest understand it rightly, and be
troubled with no controversie.

Vale,

A. S.



To his Booke.

GOe forth my little Booke,
Thou art no longer mine:
Each man may on thee looke,
The shame or praise is thine.

But seeke thee for no praise,
No thanks, nor yet reward,
Yet all men for to please
Have thou a chiefe regard.

The labour hath been mine,
The travell and the paine,
Reproches shall be thine,
To beare thou must be faine.

For as to pleasure many,
'Twas that I wished ever;

Right

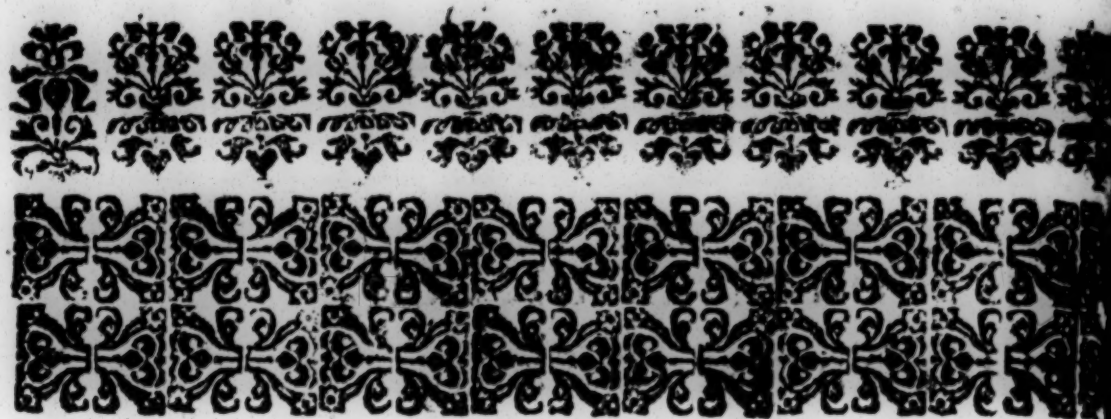
To the Reader.

Right so to displease any
purpose to doe never.

But if thou please the best,
And such as be of skill,
I p'sse not for the rest:
Good men accept good will.

Hadst thou remain'd with me,
Thou shouldst have had no blame,
Since thou abroad wouldst be,
Goe forth and seek thy fame.

Arthur Saul.



To the Reader.

ALL you that at the famous Game
of Chesse desire to play,
Come and peruse this little Book,
wherein is taught the way.

The hidden sleights to understand
that no man yet hath showne,
Which other Authors speake not of,
and still remain'd unknowne.

Even all things that concernes this game
and may thee excellent make
Therein, was cause that me did move
this paines to undertake.

Wherefore peruse this little Toy,
as time shall thee permit :
And thou hast little else to doe,
then closely at it sit.

Who

To the Reader.

When thou with study deep hast toyld,
and over-dull'd thy braine,
Then use this Game, which will refresh
thy wits, and it againe.

But scorne thou or at Cards or Dice
the nights and dayes to spend ;
As many, which thereby obtaine
flat beggery in the end.

Besides the blasphemies and oathes,
that losers often use ;
Which ugly vice might all men make
both Cards and Dice refuse.

The order of the men in verse,
here also shalt thou finde,
Thy knowledge better to increase,
and satisfie thy minde.

First, for the Pawns here understand,
their march is right forth still,
And who so doth before them stand,
they have no power to kill.

But as they march who so they finde,
doe in their colour stand,
Such may they kill or checke aslope,
to the right or left hand.

Not

To the Reader.

Not any in the reare of them,
they can once checke or spoile,
Forth must they march, and not retreat
but keep their ranke or file.

Till by command they pointed are,
their King for to relieve,
Then must they boldly unto warre,
his foes to vex and grieve.

And comming, at the last, in place
where knights and Lords did dwell,
Their King shall give to them like grace
because they serv'd him well.

Thus being Bishops, Knights or Rooks
their Kings they'l better steed,
The Kings may make of them a Queen,
if they have any need.

Yet ere they can such honour have,
all stormes they must abide,
And doe their best their Kings to save,
what danger ere betide.

The Bishops that attend the Kings,
aslope doe use to fight,
The one in blacke doth help the King,
the other in the white.

The

To the Reader.

Their check in field extends as farre
as any of the rest,
What colours they are placed in,
there must they doe their best.

The Bishop black, in black must march,
and therein use his skill,
For in the white he may not come,
no man to hurt or kill.

The Bishop white, in white must serve,
so long as he doth live,
To any which in black doth stand
he cannot one check give.

The Rooke in value is halfe a Queen,
and halfe her draught hath he,
Right forth and back, and from each side,
hee can give check for thee,

Through all the colours of the field,
in such wise may he check,
And also when occasion serves,
relieve the King with neck.

Like to a horse-man doth the Knight
assist the King alwayes,
And over ranke or file he leapes,
his honour for to raise.

When

To the Reader.

When he gives check unto the King,
and is not for it slaine,
The King must move out of his place,
else-where for to remaine.

The knights being forth, and comming
such houses as are white,
May help or harm eight waies them
during the time they fight.

Like all the men within the field,
the Queen may aide the King,
Yet like a Knight no aide at all
she can unto him bring.

Through all the houses of the field,
the Queen may take her pleasure,
And use her power to help her King,
still in a modest measure.

If in her march she prove severe,
and taketh all she may,
Tis for the safeguard of the King,
that she makes cleare the way.

For this she may not blamed be,
that seekes her King to save,
It is her glory for to strive,
her King in peace to have.

To the Reader.

The King in Majesty doth march,
one step at once he goes :
Further no time can he goe forth,
for feare of forraigne foes.

If the black King shall bring a man,
unto the white Kings side,
And then and there give him one guard,
he may there still abide.

Without which helpe if he presume,
so neere the King to stand,
If need require such one the King
may kill with his owne hand.

None of the Kings can take a man,
that standeth on a guard,
'Twere check at once if he did so,
therefore he must be spar'd.

Thus may you learne, the Kings no time
can into a check goe.
In places where no peril is,
they may march to and fro.

Know you that this shall read or see,
I wish nought for my paine,
If it thee please, I have content,
I seek no other gaine

B

Arthur Saul.

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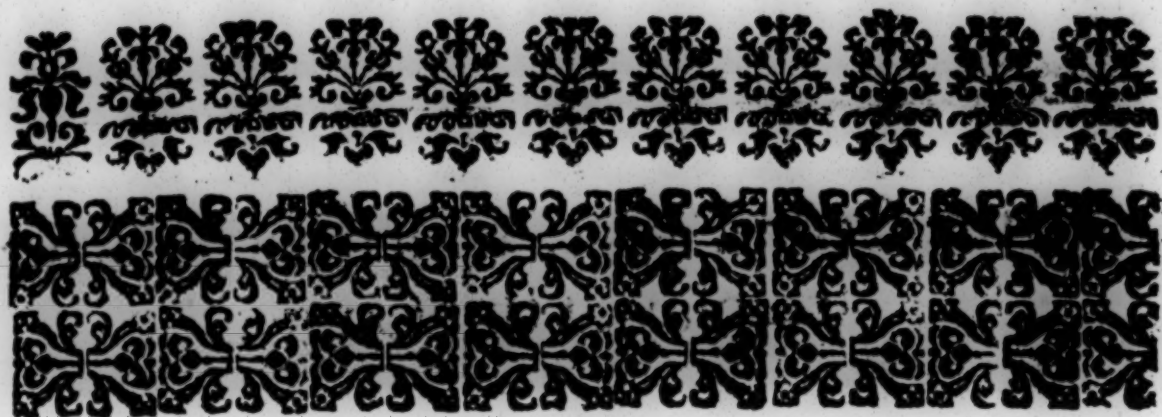
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The Contents of the Booke.

In the first part which sheweth what
belongeth to the men.

First,

Of the Antiquity of the Game, and what
it representeth. Chap. I.

Of the Shapes and Names of the Chesse-
men. Chap. II

Of the placing of them. III.

Of their Draughts. IV.

Of their Guards. V.

Of the names and resemblances of the great
men. VI.

Of the difference of worth of the great men.
VII.

Of the difference of Pawns in their worth.
VIII.

Of the Prerogatives belonging to some of
the Chesse-men. IX.

That there is no rule for this Game. X.

The Contents.

In the second part, which teacheth how
to play at this Game.

First,

Of the first Draught.	Chap. XI
Of playing the men in guard of each other.	Chap. XII
Of taking first, and changing man for man.	Chap. XIII
Of intrapping the Queene.	Chap. XIV
Of surprising the Rookes.	Chap. XV
Of a Forke.	Chap. XVI
Of a Discovery.	Chap. XVII
Of making a new Queen.	Chap. XVIII
Of the Schollers Mate.	Chap. XIX
Of the Mate at two draughts.	Chap. XX
Of a Blinde Mate.	Chap. XXI
Of a Stale.	Chap. XXII
Of a dead Game.	Chap. XXIII
The Conclusion.	Chap. XXIV

The Contents.

In the third part which consists of the
Lawes of the Game.

1. Of Touch man and goe, touch point
and stand.

2. Of taking up your Adversaries man,
and setting it downe againe.

3 Of your Adversaries playing false.

4 Of your playing false.

5 Of misplacing your men.

6 Of passing a Pawns guard.

7 Of making a new Queen.

8 Of the power of the new made Queene,
even in the making.

9 Of the power of any new made piece.

10 Of the Kings changing with either
Rooke.

11 Of the certainty of the Kings stan-
ding in his Change.

12 Of the Kings place of standing in his
shifting.

13 Of the Rookes place of standing in shif-
ting with the King.

14 That the King may not goe over a
check in shifting.

The Contents.

- 15** *Of your playing into checke.*
 - 16** *Of standing in checke.*
 - 17** *Of the Kings not comming close eac
to other.*
 - 18** *Of a dead Game.*
 - 19** *Of laying a wager of the Game.*
 - 20** *Of giving the Game over unfinisht.*
 - 21** *Of a blinde Mate.*
 - 22** *Of a Stale.*
-

*A briefe of these Lawes to be pasted on
the back side of your Chesse-boord.*

Even



E Ven like your double-tong'd Lawyer
that the Case can vary,
So, as to make the same appeare
most just, and most contrary,
Our *Barbier* tels there is no rule
whereby to play this Game,
Yet many pretty Rules here gives,
whereby to win the same.
And whilst that he one Scholer teacheth
well (if he can choose it)
The witty way this Game to win,
another must ev'n loose it.
By these Contraries what is shew'd
we may conclude, and say,
That nimble wits doe what they list,
whilst duller what they may.

Fo. W. Gent.



THE FIRST PART
of the Famous Game of
Chesse-play : Concerning
what belongeth to the
Chesse-men : and
first,

*Of the Antiquity, Profit, and Pleasure of
the Chesse-game, and what it representeth.*

CHAP. I.



Or the Antiquity
of this Game, I
finde upon record,
that it was Inven-
ted 614. yeeres be-
fore the Nativity
of Christ ; so that
it is now 2252. yeeres since it hath
been practized: and it is thought that
Xerxes (a puissant King,) was the
Deviser thereof, though some be of
opinion

The famous Game

opinion that it was made by excellent learned men, as well appeared by the wonderfull invention of the same. For it requireth the whole mind of a man, whilst the game doth last, yea, in such serious attention, and else he shall not discerne the drift of his adversary, untill it be too late for him; nor be able to frame any projects of his owne, available to his purpose. So that whatsoever he be that is desirous to learne this Game of Chesse-play, hee ought to be of good apprehension, and to have both good memory, without which thing he shall never play well at it.

Now if those which play be of equal judgement in the Game, and to have indifferent good skill therein, both they themselves shall be much delighted, and the standers by shall take a singular pleasure in beholding their play; when they shall see the one Kings forces bravely encounter

ring

of Chesse play.

ing the other: this one while assaul-
ing, that stoutly defending, and per-
adventure putting the assailant to the
worst, upon the least neglect that
may bee. Oh that this Game were
rightly esteemed of according to the
worth thereof, and practised for pas-
time, in stead of many offensive and
esse industrious games. Then would
there not happen such frequent quar-
rellings, sudden stabbings, cheatings,
and coosenings amongst men, and
like enormities, as usually fall out at
other games. For since I was able
to play at it, (which is many yeeres a-
goe) I never yet knew any fall out at
the same; a man having no occasion
to be offended with him he playeth
withall, but rather to blame himself,
when as through his owne improvi-
dence, his men miscarry or perish.
To be briefe it carrieth the glory a-
bove all other games, for a peaceable
and Princely exercise: wherein nei-
ther

The famous Game

ther hazard, fortune or chance, have any the least part, but meere wit, industry, invention, and foresight, do beare away the Prize.

It is also commendable for what it representeth (to wit) the fierce encounter of two Armies in set battell (the action most liked of, of the most Heroick spirits) where, when the one King commeth to assault the other he presently draweth forth many of his men, to make good the place assaulted. But you will say, the Chessmen are but few: how then, when an assault is made, can there many be brought forth, to defend that assault for, bringing much aid to one place another may be left too weak, and all may be hazarded. To this I answer: albeit the number is small, yet by the skilfull playing forth but of one man alone, you may hinder the assault of two or three, or more, as shall be shewed hereafter.

Finally

of Chesse-play.

Finally, besides many morall mysteries that this Game secretly containeth: It is like unto a well composed Cōmon-wealth; the piece called the King, representing the Monarchik Majesty: that called the Queen, the Kings chiefe Lieutenant, or the Generall of his Armies: the other three great pieces likewise do represent the three Estates of a Land, (to wit) the Bishops, the Clergy or Gown-men: The Knight, the Nobility or Sword-men: the Rook, the Communalty, or Plough-men: For so the profession of all men in a Common-wealth divideth it selfe into these 3. *Oratores, Aratores, and Bellatores*. Now the Pawnes, they are the Mercenary Souldiers, or delving Pionniers, yet who attain to greatest preferment of any of the rest. For, when through valorous endeavor a Pawne arriveth so far as to the adverse Kings ranke, in any of his files, or Noble houses; there

The famous Game

there (by consent of all) he is created
Generall of his owne kings, for
that is made a Queene, if so the
former generall be first slaine and out of
the field : which rich reward of
v^{al}ue conferred on the least, is a more
Embleme encouraging all in a Com
monwealth, worthily to carry the
selves, and to do their best *devoire*,
the honour of their King, good, and
safety of their Countrey.

*Of the Shapes and Names of the
Chesse-men.*

CHAP. II.

AS your Astronomers have dis
covered Characters, aptly represe
ting (as it were, to the view) the per
nages and things, from which both
the Planets & other Celestiall figures
have had their denominations :

of Chesse-play.

they that first found out this game of Chesse-play, did contrive certaine different shapes or Figures, well answering the Names they have given to the peeces. .The first or highest, doth well resemble a King, with a crowne on his head, and it is called the King: the next in height, and likenesse of making, both resembleth and is called a Queene: those with high cloven heads, like to a Bishops Miter, are called the Bishops; they with heads cut a flaunt, as though they wore a feather or plume at their helmet, are called Knights: the last are called Rooks (belike of the latine word *Rus*) which stāding for the yeomanry, resemble a good Farmer, or a plain (though rich) Freeholder, with his round button'd cap on his head: the Pawnes, so termed of the French word *Pions* (that is to say, men exposed to warlike danger) are like Soldiers or Servingmen, clad all of one.

Live-

The famous Game

Livery, that is (ail of one shap
each great piece, or Noble.
hath one of these to waite
himselfe.



How to place the Chesse-men.

CHAP. III.

THe Chesse-boord standing
here thou seest, with the w

co

of Chesse-play.

On thy right hand, rather then the
blackē, though otherwise it bee not
much materiall; thou shalt then place
the white King in the fourth House,
being blacke, from the corner of the
field, in thy first or lowermost ranke,
and the blacke King thou shalt place
in a white house, being the fourth on
the other side, in thy adversaries first
ranke, just opposite against the white
King: then place the white Queene
next unto the King of her colour, in a
white house, which is the fourth, on
that side the field: likewise the black
Queen in a blacke house, next to her
King in the same ranke: for so is the
saying, *Servat Regina colores.*

Thus when you have placed the
Queenes next to their Kings, then
shal you place on the other side of the
Kings, in the same ranke, first a Bi-
shop, because that being the man of
counsell, he obtaineth the place be-
fore the Knight, who is the man of
C
exe-

The Famous Game

execution, according to the saying
Cedant arma togi; place ye therefore
the Knight next after the Bishop
and after your Knight the Rook
(which is the Land-tyller) in the
place and corner of the field: On the
Queenes side, and next to her, place
also a Bishop, then a Knight, and
Rooke.

And lastly the Pawnes, place
before each great piece one, as the
tendant of the same piece, so that
the great men doe fill up the
ranke, the Pawnes likewise, must
the second ranke, from one corner
of the field to the other. And then
looke how many great men each
Pawne belongs unto the King, how
many have the Queenes, pertaining
to their attendance: to witt, the
great men, and foure pawnes a piece
that is, one Bishop, one Knight, and
one Rooke; their owne pawne, the
Bishops pawne, their Knight
pawne

of Chesse-play.

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n
pavne, and their Rookes pavne.

*What is the Draught or march of
each piece.*

CHAP. IIII.

THe men thus seated or placed, it
commeth next to bee knowne
what their march is, and how they
are advanced, and likewise how they
take, guard, and checke.

First therefore of the pawnes, who
like adventurous Souldiers, com-
monly begin the Skirmish, and give
the first onset; their march is fore-
ward in their owne file, one House at
once onely, and never backward, for
the Pawnes alone never retire. And
the manner of their taking or slaying
their enemies, is (like as an Archer
delivereth his Arrow, somewhat side-
ing of his Bow-hand) aslope, in the

The Famous Game

next house forward, of the next file
him on either side : where, when
hath taken his enemy, and place
himselfe in his place, he proceedeth
afterward to remove forward still on
house at once in that file, untill occa-
sion bee given him to take againe.
Where observe that this piece alon-
taketh not as he goeth, for hee go-
eth forward, and taketh side long
aslope.

Now as the Pawne taketh, as
bove is said, so and no otherwise
guardeth hee any of his owne side
that is, hee guardeth a piece of
side, which standeth in that place
where if it were an adverse piece the
Pawne might take it. In the same
sort also doth a Pawne checke the
King, to wit, as hee taketh, not as
goeth; which check of the Pawne
the adverse King cannot avoid, ei-
ther by taking up the Pawn himselfe
(if the Pawn be unguarded) or causin-

him

of Chesse-play.

him to be taken by some of his pieces; hee must either remove himselfe out of the said Pawns checke, or if he cannot, it is Pawne-mate, and so the Game is ended, and lost for him whose King is so mate. This is the Pawns draught.

Now the Rook, like one ploughing with Oxen, goeth forward and backward in any File, and crosse-wise, to and fro in any ranke, so farre as he listeth, and that there standeth no piece betweene him and the place he would goe to: so doth the Rook root out any adverse piece: So guardeth he his owne, and so likewise doth he check the King: which check, if that K. cannot either cover, by interposing some piece of his, betweene the checking Rook and himselfe, or take the Rook, or cause him to be taken, hee must remove himselfe out of that check, or it is Mate, and the Game is ended.

This is the Rookes draught.

The Famous Game

The Knight, like one managing of a great horse, skippeth forward, backward, and on either hand, from the place he standeth in, to the next square, of another colour; which is a slope march. So slayeth he his foes, vanguardeth his friends, and checks the adverse King: which check, because (like the pawns check) it cannot be covered, the King must either remove, or cause the Knight to be taken (for, himself cannot take the knight that checketh him) or it is mate, and the Game is ended. This is the Knights draught.

The Bishop (like a grave Senior, as it were, riding on a Mule, never out of his owne tracke :) walketh all waies in the same colour of the field that hee is first placed in, foreward and backward, aslope every way, so farre as he listeth, and that his way is cleare betwixt him and the place he intends to goe to: So rebuketh he the adversary, so guardeth his consort

an

of Chesse-play.

and checketh the aduerse King: which
unavoided, (as above is said) is mate
to him, and then the Game is ended.

This is the Bishops draught.

The Queenes walke is more uni-
versall: for like a vigilant Generall,
proling through all rankes, files, and
quarters of an Armie, either in him-
selfe or in his authority; shee goeth
to the draughts of all the abovenamed
pieces, the Knights onely excepted,
(for shee goeth not from one colour
to another aslope) so farre as shee li-
steth, and findeth the way unclogg'd
of any piece: so vexeth shee her ad-
versaries, so protecteth shee her peo-
ple, so mateth she the King; unlesse
(as above is said,) he remove, cover,
take, or can cause her to be taken: For
else it is mate, and the Game is ended.

This is the Queenes draught.

Now the Kings walk is full of Ma-
jesty, removing at once but as out of
the Hall into the Great-Chamber:

The Famous Game

thence at another time, into the Presence: & so to the Privy-chamber, and after to the Bed-chamber, &c. He stirreth (I say) but from his own place, to the next to him any way, that either is empty of his own people, or where he may take and slay any unguarded enemy, or where hee may stand unchecked of any adverse piece. So confoundeth he his Foes, defendeth his subjects, but checks not the adverse King, who must never come so neer him as that they should checke each other: for there must ever be one House or place at least, betwixt the two Kings, although unoccupied of any other piece: and if one King were driven to that distresse as to flie for safety into the King his adversaries bosome, then is it mate or a stale: and so the game is won for him that giveth the first, and lost for him that giveth the latter.

This is the Kings draught, and the severall draughts and walks of every one of the *Chesse-men*.

of Chesse-play.

*An Example how the Chessmen guard
each other, by their standing
or first placing.*

CHAP. V.

If on your man you light,
The first draught shall you play :
If not, 'tis mine by right,
At first to leade the way.



THe Kings have either of them se-
ven men a piece, & their Queens
as

The famous Game

as many to attend them, as before
said : The King (whether blacke
white) giveth guard to five persons
or pieces, before he goeth forth, and
being once advanced forwards into
the field, although it be but into the
second house, he then, and still after
in all his march, giveth guard to eight
houses, till he come to one side or
ther of the field againe.

Now those five whom he guardeth
before he goeth forth are these: First
of all, hee guardeth his Queene, and
whom his greatest care dependeth
secondly, his owne Bishop : thirdly, his
owne Pawne : fourthly, his Queens
Pawne : and lastly, his Bishops pawne.

The Queene protecteth her King
her Bishop, her owne Pawne, the
Kings Pawne, and her Bishops Pawne.
By this you see the Queene guardeth
as many as the King, before she goeth
forth, and after, till the field be won
or lost. The Kings Bishop giveth
guard

of Chesse-play.

ward to the Kings Pawne, and to his
Knights Pawne: the Queens Bishop
giveth guard to the Queenes Pawne,
and to the Knights Pawn: the Knights
give guard but to three Houses a-
piece before they goe forth, but after
they are from the side of the Field,
they give guard to as many houses as
the King or Queen doth. Now those
Houses which the Knights guard ere
they goe forth, are these; the Kings
Knight giveth guard to the Kings
Pawne, and to the third house in the
front of the Kings Bishops Pawn, and
to the third House in the front of the
Kings Rookes Pawne: the Queenes
Knight giveth guard to her Pawne,
and to the third house in the front of
her Bishops Pawn, as also to the third
house in the front of her Rooks pawn.
The Kings Rook giveth guard to his
own Pawn, and to the Kings knight,
& to no more, untill he be from the side
of the field, and then he giveth guard
to

The famous Game

to foure houses, and in like sort is the power of the *Queenes Rooke*. The *Pawnes* also before they be advanced forward into the *Field*, give guard to these *Houses* or places; to wit, the *Kings pawn* giveth guard to the third *House* before the *Queene*, and to the third house before the *Kings Bishop*; the *queens pawn* giveth guard to the third *House* before the *King*, and to the third *House* before her *Bishop*; the *Kings Bishops Pawn* giveth guard to the third *House* before the *King*, and to the third house before the *king Knight*: the *Queens Bishops Pawn* giveth guard to the third *House* before the *Queen*, & to the third house before the *Queens knight*: the *King Knights Pawne* giveth guard to the third house before the *Kings Bishop*, and to the third *House* before the *Kings Rooke*: the *Queenes Knight Pawn* giveth guard to the third house before the *Queenes Bishop*, and

of Chesse-play.

to the third House before the Queens Rooke: the Kings Rooks pawne, and the Queens Rookes pawne, give but one guard a piece, and that is, to the third Houses before the Knights, by reason they stand on the side of the Field. Thus have I shewed you, from the King to the Pawne, how the men guard each other, before any of them be stirred from the places of their first standing.

*Of the difference in worth among the
the great men : and first by oc-
casion thereof,*

*A satisfaction concerning the Names
and resemblances of the great men.*

CHAP. VI.

WHereas in the former Chap-
ters (especially in the first
and second) I have have given a deno-
mination to the pieces, or *Chesse-men*,
accor-

The famous Game

according as most usually they are
thereby known in *England*; and with call
all, in their *analogicke* resemblances abro
have said, the Rooke to represent the
Communalty or third Estate of
Common-wealth, of which third E
state, the chiefeſt member is (queſti
onles) the Countreyman and Land
tyller: I am not ignorant that al
there are other Names in uſe, with B
ſome, there are alſo other Analogie
and resemblances given; Some tear
ming the Queene the *Amazon*, o
her going forth to warre, whileſt the
King her Husband ſeemeth to ſit ſtill
at home, as it is reported the uſe of
thoſe women to have beene hereto
fore, in that (I thinke) *Utopian* coun
trei: Likewise the Rooke is called
of ſome the Duke; and their reaſon
I ſuppoſe, becauſe it is a piece next
of worth in this play to the Queene:
But by their patience, that name (for
the right ſignification of a Leader,)
wee

of Chess-play.

were fitter, in my mind, for the piece called the Queen; whose much going abroad to and fro, with that unlimited command, seemeth to be a leading forth of all the men to Battell: The Rookes moreover, by tarrying most at home (which is is commonly the best Play,) seeming as incapable of the name of Leaders or Dukes.

But the truth is, we may allow them that Name, in the sence that the *French* seemes to inferre, by their denomination of this piece, which they call *Le Roc*, or *Le eustode de la Roche*, (that is to say) the Rocke or keeper of the Rocke: intending thereby, the Governor of a Province, which commonly is resident in the strongest castle in the Countrey, and those Castles are strongest, the which are built on a Rocke: which Governments or Presidentships of Provinces likewise, are there conferred, on the greatest men, and they are commonly Dukes.

So

The famous Game

So that although these Dukes seem remote from the King and Court yet in their substitution and trust of them reposed, they may be accounted in worth and power next to the King. In this sence (I say) may the Rook bee called Dukes. For the Bishop the *French* likewise doth tearme it *L'Archer*, that is to say, the Archer or Bow-man; because of his draught which is side-ling a-slope, as an Archer doth deliver his Arrow.

But notwithstanding this diversitie of names and acceptions, I will in the cōparison of the difference of worth among the pieces, keepe my first denomination: not declining likewise from my former *analogie*, especially, for the Rook; which having said to resemble in one piece, the united body of the Commons, (surely the greatest part, and very *Basis* of the State politticke) is (and no marvell) of worth therein next to the King and Queen.

of Chesse play.

the other Estates, how Honourable
ever, being but Ministers under
the King, for the safe guiding and
protection of that his people, or third
estate of the Land.

*The difference of the great Men
in their worth.*

CHAP. VII.

MAny that can play a little at
this Game, perswade them-
selves, that if they can take one great
villan for another, they shall doe well
though, but they are much decei-
ved; For there is a great deale of
difference in the men, which appea-
reth thus:

The King advised by his Coun-
sell of Warre not to be fit that hee
should expose his owne person un-
to danger, upon every occasion,

D

Or-

The Famous Game

ordaineth a Generall under him, to have the command and leading of his men; which Generall hath under him Colonels, Captaines, and other inferiour Officers to assist him, for the better guiding and governing of the Army: Even so at this Game there is a Generall, which is the Queene, and shee doth more service then any two or three other Great men; and if she happen at any time to be lost, the King whose Queene is taken, will certainly lose the field, unlessse the other be so silly, as now make use of such an advantage.

Know therefore, that if one of the Kings, for to take the adverse Queene loseth two or three of his best men as both his Rookes, and a Bishop or Knight, yet hath he the advantage, he can handle his Game well.

Next to the Queene for value is the Rook; for by how much a Queen is more in worth than a Rooke, by

much

of Chesse-play.

much is a Rooke more in worth then a Bishop or Knight : so that a Rooke is more worth than either two Bishops or two Knights, by reason hee can give a Mate himselfe, with the helpe of the King, which no other piece can doe, unlesse it bee a very skilfull player that doth it : but every scholler at Chesse-play can give a Mate with a Rooke and a King, sooner than will be done with any other two men.

Now the Bishops are accounted better then the Knights, by reason they can give a Mate with the King, when no other men are left to helpe them, a great deale more easily then the Knights, which hardly, or not at all can doe it : yet had I rather lose a Bishop then a Knight, because the Knights checke, is more dangerous than the Bishops : for the Bishop is tyed to one colour of the Field, out of which he may not passe, but the

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Knight passeth into all the Houses of the Field : The Bishops check may be covered, the Knights checke cannot : and moreover, if it happen one of the Kings to have no other men left but his Bishops, and the other King none but his Knights, the Knights may with their checks, take the Bishops one after another, because the Bishops cannot guard each other, which the Knights can doe : so that at the beginning of the Game I had rather lose my Bishops for my adversaries Knights, then on the contrary, lose my Knights, to gaine my adversaries Bishops.

Thus much for the differences of worth in the great men.

The

*The differences of worth among
the Pawns.*

CHAP. VIII.

AS for the Pawns, there is not so much to be said as of the Noble men, by reason there is not that kinde of varietie in their Draughts: Onely thus, the Kings Bishops Pawne is the best Pawne in the field: and therefore there ought more care to be had of him, then of any other: For if it should so happen that the blacke King should lose his Bishops Pawne, for the gaining of the white Kings Pawne, yet the blacke Kings losse were the greater, because hee would not afterwards be able to make a ranke of Pawns, of three of a ranke, on that side of the Field, for his owne safe-guard, which is

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a great disadvantage ; wherefore it were better for either of the Kings to lose his owne Pawne, than his Bishop pawne. But if it be said that the King which loseth his Bishops pawne, may relieve himselfe on the other side of the Field, turning to his Queenes Rookes quarter, where hee shall have pawns enough to succour him : I answer, it is true, he may doe so, but he will be longer in bringing his purpose to effect; because there are more pieces betweene his Queenes Rooke and him, by one draught, then betweene his owne Rooke and himselfe : so that in the playing of that draught hee will indanger to lose the Game, if his adversary can but make right use of an idle draught : The Kings own Pawne is next of worth, which often keepes the King from a check by discovery: then the Queenes pawne is next, and afterwards the Knights Pawne, and last of all, the Rookes

of Chesse-play.

it Rookes Pawnes : for that they give
gs guard but to one house of the field a
Bi. piece. Thus much for the value of the
nat pawnes, the one more than the other.

*Of certaine prerogatives belonging
to some of the Pieces or
Chesse-men.*

CHAP. IX.

AS in a well ordered Common-
wealth there are certaine gratui-
ties usually bestowed on two severall
kinds or degrees of men, on the
Highest and on the lowest, on the
Prince, and on the poore or Begger :
on the Prince, as a present or Subsi-
die : on the poore, as a Benevolence
or gift : So at this Game of Chess-
play, there are two of the pieces
which do challenge extraordinary al-
lowances, that none of the rest can

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pretend, to wit, the greatest and the least, the King, and the Pawne: the King, as his prerogatives or Royalties: the Pawne, as his Priviledges and immunities: and there are two of them belonging to each of these pieces.

The first Prerogative pertaining to the King is, That whereas his remove or draught hath been said to be from the place of his standing at any time to the next House or place, in File or ranke, of any side (that is, one onely steppe at once) yet if at any time his ranke be cleared of his men, so that none standeth betwixt the King and the Rooke of either corner, hee the King may then, for his more safety, change or shift with what Rooke hee listeth, between whom and himselfe the way or ranke standeth empty of other men: so long as neither hee the King, nor the Rooke he meaneth to change with all, hath yet beene removed,

of Cheſſe-play.

the moved any draught from the place of
the their firſt ſtanding : And the man-
al ner of the Kings changing or ſhifting
ge with a Rooke, is this ; the ranke clea-
wo red as I have ſaid, and neither King
ef nor Rooke having yet ſtirred, he may
to goe two draughts at once to his own
ve Rooke (and ſo toward his Queenes
om Rooke) cauſing the Rooke he chan-
ne geth withall to leave his place, and to
of come and ſtand by him on the other
ly ſide ; that is, his owne Rooke in the
his Bishops place, and the Queens Rook
na in the Queenes place : and either of
nd theſe changes but for one draught ;
the This is the Kings firſt Prerogative ,
ty the ſecond is this : That whereas by
ned permiſſion of warlike Diſcipline, ho-
lf ſtile and violent hands may be laid on
of any man, by any adverſary, on whoſe
ee danger his fortune carryeth him, the
eth King alone is hereof excepted : on
re whom no ſuch violence muſt be uſed
ed, by any man, but he is onely to be ſa-
lu ed

The famous Game

saluted by that adversary on whose way he cometh, with the word *Check* thereby admonishing him to look to his more safety : and if that adversary shall yet doe this, unguarded, in place so neere the King, as where by his true draught he may step, the King may there slay him with his own hand, if so he think good. This is the Kings second Prerogative.

Now the first priviledge belonging to the Pawne is, that whereas his remove is but to the next house forward, in his owne file at once (when he marcheth) and to the next House side-long aslope forward, of the next File of either side, (when hee taketh) the Priviledge, I say, belonging to the Pawne is, that any pawne may remove to the second house forward, which is the fourth ranke in his owne file, for his first draught, and ever after, but one forward at once : This is the first priviledge of the Pawns, the second

of Cheſſe-play.

second is much greater, and that is
his: When any Pawne through va-
lorous endeavour, reacheth to farre as
to the adversaries first Ranke, and
there placeth himſelfe into any of his
Noble Houſes, hee is there even by
that fact, endued and dignified,
with both the Name and power of a
Queene, and ſo becommeth a Gene-
rall of his owne Kings forces, if ſo be
the firſt Queene or Generall be ſlaine
before, and throne out of the field:
And if the firſt Queene be yet ſtan-
ding in the field, the Pawn comming
to his adverſe Kings ranke aforeſaid,
in any Houſe whatſoever, may there
be made what piece ye pleaſe, that al-
readie you have loſt, that is, eyther
Rooke, Biſhop, or Knight: This is
the Pawns ſecond and greateſt pri-
viledge, which affordeith the morrall,
ſpoken of in the end of the firſt chap-
ter. Thus much of the Prerogatives
of theſe two pieces, the King and the
Pawne.

That

The famous Game

*That there is no Rule for
this Game.*

CHAP. X.

HAVING thus in the former Chapter plainly shewed thee, Reader, what belongeth to the *Chesse-men*, wit, the Names, Places, and Draught of all, and the priviledges of some. It would now follow in fit order, should begin to shew thee how to play the Game: But for as much as some are perswaded it may bee played by a certaine Rule: so as who hath that Rule, may play with the best Gamester at it, and bee sure to win the game (for so it must follow, or else it is no good rule) give me leave ere I proceed any farther, to satisfie thee a word or two to the contrary, that there is no such Rule, nor that no such Rule

of Chesse-play.

rule can be by the wit of man inven-
d or prescribed. For, first if there
ere a rule for this game, then might
very shallow-witted fellow, that on-
had memory, (though no judge-
ment) be a Chesse-player ; whereas
e see it is onely strength of wit, and
penesse of provident industry, that
ableth a man to play well at this
Game. Again, were there a Rule for
, then should there be but one man-
er of beginning, and one manner of
nding, which cannot be ; for he that
an play knoweth, sometime the game
s begun with some of the Pawnes,
another time with any of the knights:
ometimes with Pawnes and Noble-
men, sometimes with Noble-men
alone: Also, if there were a Rule for
he Game, how commeth it to passe
that a Mate is given with any of the
men in the field upon guard, and some
of the men will give a Mate without
guard ? and that is when the distres-
sed

The famous Game

fed King is driven to the side of field, or to a corner of the field: pursuing King lodging in the th House opposite against him, then Queen assailant, or one of the R assailant, giveth the Mate to the distressed King, by falling into any of Houses, in the same Ranke or File where the distressed King standeth but upon guard, any of the pawns of the Bishops, or any of the Knights can also give a Mate: Furthermore it is certaine that a Mate may be given in any house of the Field: Now there are 64. Houses: Then you may say, there must bee as many Rules bring to passe that the King may be Mated in any of these Houses, when you have proved that, then you must bring forth so many severall rules, as there are men in the Field because they all can upon guard give a Mate; After all this, I will demonstrate rules how to give a Mate by disco

of Chesse-play.

ofle, and then you must finde mee as
ld: many rules for that: by reason every
e than may discover, whereby a Mate
nen may be given. Thus mayest thou see
Rogentle Reader, by what I have shewed
thee, that if there be a Rule for this
y of Game, there must also be more then
r Fone; and if more then one, more then
nd one hundred: But since I knew the
vne Game to this day, I never could meet
nig with any man, that could shew mee
rme any one Rule for it; and indeed the
y be playing of it, is according to the pur-
Npose of them that play, and not after
ou any prescribed Rule: which if any
ule man would tye himselte to observe, I
ay would assure my selte, if hee would
es, play against mee, without marking
en my comming forth against him (but
eve following still his Rule) that I would
Fie give him the Mate, doe what hee
rdg could.

The

The famous Game



THE SECOND PART.

*Consisting of Precepts and advises, for
both the Assailant and Defendant,
how to begin to play,
and first,*

*Of the first Draught, who ought to have
it, and what it ought to be.*

CHAP. XI.

Now that I come to deliver thee
some short precepts or advises con-
cerning thy playing at this game, thou
oughtest first of all-carefully to re-
member and call to mind, what has
bin said before, concerning the severall
draughts or removes of the men, how
they take their enemies and guard
each other; then how they check
th

of Chesse-play.

check the aduerse K. & upon guard
(or sometime without gard) mate
him: And consequently, thou must
understand that it is an advantage to
play first, that is, to have the first
Draught, no lesse then in a Fight to
strike the first blow: which (I suppose)
no man but had rather giue then re-
ceiue, and better it is to be assailant
then deffendant. To know therefore
to whō the first draught doth belong
doe thus; Your men being all placed,
as I have taught you, take up of either
colour one Pawne, and shuffling them
in your hands under the table, take
privily the one into one fist, and the
other in the other fist, which closed,
offer to your Play-fellow, and
looke whether fist he chuseth, if his
owne Pawne be therein, his is the first
draught, if otherwise, it is yours.

Some lay a Pawn down in the mid-
dle of the Chesse-bord, and with an
easy touch to the foote, wheele him
E about

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about, & into what colour the foot of
it doth rest, he is to play first, whose
men are of that colour: But when
game is ended, & a Mate given, he
to have the first draught for the next
Game, that gave the former Mate.
Now for thy first Draught, what
ought to bee: Some that play well
will remoue their Kings knight
pawne one single remoue, that is,
the third House in his owne File
thereby for their next draught, in-
tending to place their Kings Bishop
where that pawne stood; & so having
remooved away their Kings knight
to change as fast as they can, to make
their game the stronger: & some
play their kings Rookes pawne first
a double draught, that for their next
draught, having plaid their kings
shops pawne a single draught, they
may play out their Kings knight
under that first removed Pawne with
lesse danger having ther a safe retreat

of Chesse-play.

for him at his neede. Others, & most that can play well, doe remove their Kings Pawn first, a double remove, that if they be not prevented by the adversaries playing the like play, they may still move that Pawne forward with good guard, for hee will prove very prejudiciall to the adverse King. Now that Pawne indeed I would have thee to remove for thy first draught, but not so venturously as a double remove; because unlesse thou canst cunningly guard him then thou art like (by the Queens coming forth upon him,) to loose him with a check to thy King, to the great hazard of thy Kings Rook: but play thy kings Pawne one remove onely, that thou mayst giue way to thy queen to com forth one way two houses aslope and to thy Kings Bishop to come forth the other way three houses aslope, & so put thy adversarie upon his negligence, in danger of a Schol-

The Famous Game

lers Mate. Now it is ill to play the Bishops pawn first, & worse to play the Queens pawn first, for many reasons that I could tell thee, & as the Latine Proverbe intimateth, saying: *Ante Reginam noli deponere primam.*

Of playing the men in guard each of other, & of warynesse in retreating.

CHAP. XII.

NOW he that is desirous to practise this game, must obserue diligently, if he assaulteth so to play his men in guard each of other, that is, so to second his pieces, that if any man hee advanceth be taken the enemy may be takē again by that piece that guards or seconds it : so shall hee loose no man cleare, which is the undoing of a game, when a man playeth with his equall in skill. Likewise he must hold his places & passages free for retreating as occasiō shal serue, lest negligence
pro

of Chesse-play.

the procure therein his overthrow.

lay If he defendeth likewise, which he
ear must do very carefully (if he findeth
the him selfe not so well able to assaulte,)
ng he must not only answer the assaulte
n. sufficiently, by foreseeing his enemies
— proiect, and preventing it, but also
fo devise plots how to grieve the Assay-
lant, & especially how to entrap such
Princes as are by him advanced, preuē
ting their retreat ; amongst which
if a Pawne is the soonest intrapped, be-
cause he may not go back to relieue
re himself, but Bishops & Rooks are har-
en der to be circumvented, because they
to cā flie frō one side of the Field to the
ee other, to avoyd peril, the Knights &
ay the queens are the hardest of all to be
ds betrayed, by reason they haue so many
no places of reliefe, especially the Queen.
of Obserue then here for a maine secret
is of this Game, that thou beest sure (if
it be possible) to have still as manie
guards upon one piece of thine, as

The Famous Game

thou seest thine enemy to advance of
his upon it, for to take it, but especial-
ly that thy guardes bee of lesse value
then the pieces he assaileth withall:
for then if he fall to taking, thou wilt
be sure to get advantage by it: and
if thou seest thou canst not guard thy
piece, but of necessity thou must lose
it, then looke about whether by ad-
vancing some other piece of thine in
garde, thou mayst take a farre bet-
ter of his, in case he take that forlorne
one; for so, many times, thy forlorne
piece may be saved, when no meanes
else can save it. As for example, if
hee makes for a Pawne of thine, and
thou canst not garde him, see if by
advancing another pawne thou maist
endanger a Bishop or Knight of his,
in case he takes that pawne; or if he
make for a Bishop, and thou canst not
guard him: see whether with a guar-
ded Knight or Bishop, thou mayest
endanger his Queene or Rooke: But
be

of Chesse-play.

be sure alwayes that that piece which thou advancest upon him to save another, be guarded ; else, both it, and perhaps the other too, might bee in danger to be taken.

Of taking first, and changing man for man, for following of advantage.

CHAP. XIII.

VHen an adverse piece cometh in the way of one of thine, so as by it, all may bee taken ; consider first whether it bee of like worth to thine, and next, whether it is presently in the next Draught like to procure thee any mischief; if not, and that it be not rather better then worse, then that piece thou wouldest venture for it, or that thou canst not see it to bee readie to doe thee any great displeasure, let it alone : For as it is best to

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first, it is best againe to take last, unless
(as I saide) thou mightest either take
the piece clear, or get a better then
that thou loofest, to take it, or at least
wise disorder him a Pawne, in his ta-
king the piece of thine that tooke his.
But when thou hast gotten the advan-
tage, were it but of one good piece
for a worse, or of a Pawne cleare, then
to take piece for piece as often as thou
canst, is thy best way, and the sure fol-
lowing of thy gotton advantage.

Where likewise thou oughtest to
obserue what piece thy aduersary play-
eth best withall, or vseth most, & such
a piece bee sure to depriue him of, so
soone as thou canst, though with losse
of the like, or of one somewhat better
then it, as of a Bishop, for a Knight:
For so a man which is challenged to
single Combat, will learne what wea-
pon his aduersary is best skilled at &
though it were the same himselfe vsu-
ally handleth, yet will hee bee sure to
ap.

of Chesse-play.

pointe him another to fight with,
erby to frustrate his over-great cū-
ng, and to bring that enemy of his
a safer equalitie with himselfe.

Of intrapping the Queene,

CHAP. XIX.

AS thy drift in playing at Chesse,
must bee especially to giue the
Mate ; which is, when thou so chec-
kest thy aduersarie King, as he neither
can take the checking piece, because it
is guarded, nor cover the checke, nor
yet remoue out of it: So in the meane
time thou oughtest to proiect, how to
deceave him of some of his best pie-
ces, as of his Queene, or of his Rook.
The way to intrap a Queene is chief-
& two-fold, first, by tying her to her
King, so as shee may not remoue from
him, for leaving him in checke of an
ad.

The famous Game

adverse piece : secondly, by bringing her to (or espying her in such a place as a Knight of yours may checke the King, & at the next draught take her). Thus for example may you do the like. Suppose thy adversaries Queene standeth before her King in the same Ranck, no piece covering him but her, or else so wise that she standeth on the side of her King in the same Ranck, no piece of theirs betwixt them : if then thou canst bring a Rooke of thine, guard it vpon her, so as but for her thy Rooke should check the King, then unless she can interpose a piece of hers guard betwixt her selfe and thy Rooke, thy Rooke of thine will take her at the next draught : The like may you doe with a Bishop, if the adverse Queene covereth her King slope-wise : and if she stand not in any such posture, but may be broght to it, allure her thither, with some unguarded piece, which shee for greedinesse to take for nothing, may

unad

of Chesse-play.

advisedly bring her selfe into a pack
troubles.

Now to catch the Queene with a
night, imagine the aduerse King
standeth unremoved in his own place,
and his Queene hath brought her selfe
stand in the place where the Kings
looks Pawne first stood, espying her
that posture, bring thou (if thou
canst,) a Knight of thine to check her
King, in the third house before his
owne Byshop, and if there be no man
readie to take up thy Knight instantly
he will at the next draught take vp the
Queene: These and like wayes may-
est thou espye how to get a Queene:
which if they happen not by chance,
as often it commeth to passe they do,
thou must endeavour with cunning to
effect them,

of

The famous Game

Of surprising the Rookes.

CHAP. XV.

THe Rooks are likewise two wa
to be surprised: First, by play
thy Byshop into thy Knights paw
first place of standing, which Bysh
of thine shall then lurke towards
adverse Rooke of the opposite cor
a slope, which if thou canst at
time procure to be uncovered of
Knights Pawne, thy Byshop will
suredly take him cleare, and for
thing. The other way of surpris
a Rooke, is as the way of surpris
a Queene, with eyther Byshop
Knight, where observe that thy ad
saryes Queenes Rooke, is so much t
easier to bee gotte with thy Queen
Knight, that that Knight at his thi
draught may check the king, & for hi
fourth

of Chesse-play.

fourth draught take the same Rooke.
Also for Example, how a Rooke
may be takē by a bishop with a check
the King, doe thus onely for exam-
ple sake. Set the men: Imagine thou
playest with the white ones, thy ad-
versary with the black: thou hast re-
moved thy Kings pawne one draught
forward: then suppose his Queenes
pawne, and queenes rooks pawne are
both gone, so is thy queenes Rooke,
and now thou art to play: Put up thy
Queenes Rookes pawne a double
draught forwards: Hee (seeing no
thing to hinder him) takes that pawne
with his Rooke: thou checkest his
King, with thy Kings Byshop, in the
fifth house forwards of thy Queenes
pawns File: which checke how soe-
ever he covereth, thy Kings Byshop
will take his queenes rook at the next
draught. Thus and many such wayes,
may a Rooke be surprized.

The famous Game

Of a Forke.

CHAP. XVI.

A Pretie way also to get a great man for a pawne is, when you see two great men of your Adversary standing in one and the same rancke and but one House betwixt them then prepare a guard (if you have not readie,) for a Pawne, which you shall bring up to the rancke, next to them in the middle or front of both of them, and assuredly, howsoever you save the one, your pawn will take the other: as for Example. Imagine a Byshop and a Knight of thy adversaries, to stand in this or the like posture, so will his queens Byshop in the fourth house of the same queenes Byshops file, and his Kings knight in the fourth house of his queenes File: so

of Chesse-play.

ing them so, play thou up thy queens
knightes pawne, one single draught, &
at thy next draught, thy queens By-
shops pawne a double draught, and
howsoever hee doth, he shall loose ei-
ther Byshop or Knight, for that By-
shops pawne of thine: This is called
Fork, you may call it a *Dilemma*.

Of a Discoverie.

CHAP. XVII.

A Check by Discoverie, being one
of the pretiest trickes thou canst
put upon thy adversarie at Chesse,
& most hurtfull unto him, thou must
be vigilant to espye the occasion for
to bring it a bout, which may be this:
See when his King is weakly guarded
any way, or not guarded at all, that is,
easie to be checked: then before thou
bringest thy piece that may check him
there,

The famous Game

there, bring some other piece in the
course, that Checks him not : after
wards bring that piece of thine the
that will Check him, thy first brought
piece being away ; and then as soon
as thou canst ; remove away that for
mer piece where it may most annoy
him, trying withall, *checke* by discove
very of thy last brought piece ; whic
hee being forced to cover, or to re
move from it, thou mayest with th
piece (which thou removedst from
between the Check) do him again
worse mischief, at her next draught
As for Example sake :

I will suppose thou playest with the
white men : Hee mooves first, to wit
his Kings Pawne forwards a double
draught, thou answer'st in the like
play : Hee playeth out his King
Knight, in front of his Kings By
shops Pavvne, Thou doest the like
with thine : That knight of his take
thy kings pavvne, thy knight takes his
like

of Chesse-play.

likewise; He advanceth the Queenes Pawne one remove, to take or chase away the Knight; Thou playest up thy white Queene, one remove before thy King, to threaten likewise his Knight: Hee had rather save his Knight from thy Queene, then take thine with his Queenes Pawn, therefore playeth him away into a safer place; Thou playest that Kings knight of thine, in front of his Queenes Bishops Pawne, and therewithall cryest *Check*, by discovery of thy Queene; which *Check* by discovery, let him cover how hee can, thy Knight will surely take his Queene, at thy next Draught.

Many other wayes may a discovery be brought to passe, and oftentimes a Mate given by it, which is the noblest Mate of all.

The Famous Game

Of making a new Queene.

CHAP. XVIII.

THe losse of a Queene cleare, or for any piece but a Queene (yea, for any two pieces else) is so desperate a weakening to a Game at Chess, as who so hath got that advantage, if he be but of indifferent equall skill with his adversary, it is ten to one of his side, that he winneth the Game: yet as long as there are Pawnes left on either side, there may be hope of making a new Queene: and if so, of reviving the likelihood of the Game. To this effect, labour even from the beginning of the Game, to bring of thy Pawns one or more, up to thy adversaries second ranke, (which is the seventh from thy first) and there guard him well against such neede: The best

of Chesse-play.

best piece next to a Rooke, to guard a Pawne long, for such a purpose, is a Bishop close to him upwards aslope, for so they guard each other forward & backward, but a Rook on the next File of either hand that Pawne thou intendest to make a Queene of, guardeth him safely, especially from the Kings incursion, if the Rooke stand in a File betweenne the adverse King and thy Pawne. When thou hast a Pawn at that passe, then get the house before him in the eighth ranke void as soone as thou canst, though with losse of a very good piece, and carefully looking that no adverse Piece may take thy Pawne, as thou advancest him there, play him up to that eighth Ranke, where hee no sooner commeth, but hee hath all the power and faculty belonging to a Queene: even as if thou hadst instead of that Pawne, plaid thy first Queen thither. Also two pawns, in Files next one to

The Famous Game

the other, and playd up close together, first one forward, then the other, is a strong way for to make a new Queene, specially if one of them be guarded underneath by a Rooke: for so they will force their way forward afore them, neither can any of them be taken without great difficulty and important losse.

Of the Schollers Mate.

CHAP. XIX.

Now to describe here unto thee (*Reader*) the playing of a whole Mate by every particular draught, as between two good Players, would be over-tedious for this place, and to no great purpose neither, but onely to shew thee occularly the Draughts, Guards, and Checks of all the men, where-

of Chesse-play.

whereof thou art already sufficiently instructed : yet the pleasure of one short Mate or two, I will give thee heere : and first, the Schollers Mate, which unprevented thou mayst thus give at foure Draughts.

The men being set, and thine the first draught (suppose) thou advancest thy Kings Pawne forward one single remove: thy adversary gallantly playeth his Kings Pawne out forwards a double remove in his owne File: thou for thy second Draught comest forth with thy Queene upon that Pawne, placing her in the fift House forward of thy Kings Rooks file: he to guard that his Kings Pawne, playeth forth his Queens Knight into the third House of his Queenes Bishops file: thou hoping he will not see the attempt, bringest forth thy Kings Bishop for thy third draught, which thou placest in the fourth House of thy Queenes Bishops file: Hee not

The Famous Game

perceiving the drift, and thinking all secure, makes for thy Queene, with his Kings Knight, which for that purpose, hee playeth in front of his Kings Bishops Pawne, either to take her, or chase her away, though glad of that losse, no time, but taking up that Bishops Pawne with thy Queene, for thy fourth draught, givest him that Mate, which because none but a rawe Scholler at Chess-play, but might have prevented, is called a Schollers Mate: the *French* calls it *Le Mat du Bergier*, the Shepherds Mate: as implying, if Peasants would be Chess-players, such a Mate might a man soone give them. Yet howsoever, it is good play to bring forth your men for it first: for though a good player will easily prevent it, yet if your men can abide by it a while, you may thereby espie, at one time or other, an unlooked for advantage, and perhaps that very Mate too.

of Chesse-play.

*of a Mate to bee given at
two Draughts.*

CHAP. XX.

MEeting with an easie Gamester,
thou mightst likewise give him
a Mate at two draughts, if he should
chance to play thus : First, to re-
move his Kings Bishops Pawne, a sin-
gle draught (which I told thee before,
was ill to play for the first draught)
thou thy Kings Pawne, a single re-
move : he for his second draught, his
Kings knights pawn, advanced a dou-
ble remove : thou bringing forth thy
Queene, into the fifth House of thy
Kings Rooks file, givest him Mate at
thy second draught : which Mate for
him that hath it given him, may well
(if the schollers Mate, be cal'd the pe-
sants Mate) be termed the fools Mate.

The Famous Game

Of a Blinde Mate.

CHAP. XX I.

A Blinde Mate is, when thy Adversary giveth thee a check, such as thou canst not avoid, by either taking up the Checking-piece, nor by covering the check, nor by removing thy King from it, which is indeed an absolute Mate: but in so much as he not seeing it to be a Mate, cries onely *Checke* to thee, it is therefore called *A blinde Mate*, as who should say, a Mate given by a Blinde man (at least in skill.) And some there are that would have it the losse of halfe the gotten stake, for him that giveth it, their reason being, That a Blinde Mate is a Mate but as a blinde Horse is a Horse: for which there is no reason a man should pay so deare, as for a per.

of Chesse-play.

A perfect sighted one : But yet unlesse you make it so at first betweene you, that is, agree before hand it shall bee so, a Blinde Mate is a Mate by play, and the utter losse of the Game and stake both, for him that hath it given him, albeit somewhat dishonorable to him that giveth it : It seeming to appeare that Fortune (which is to have no part in this play,) hath favour'd him more than his skill.

Of a Stale.

CHAP. XXII.

A Stale may bee tearmed a monstrous Mate, that is, a Mate, and Mate; an end of play, yet no end of the Game: because this Game should end but with a Check-Mate. It is not honourable for him that it is given to, but both dishonourable and dam-

The famous Game

dammageable to him that giveth
For, the first institutors of this Game
have decreed it the losse of Game
and Stake to him, and thus it is
fected.

When his King that hath the wor
of the Game, and is distressed,
brought to that passe that now
hath but one place left for him to
unto; and the pursuing King his a
versary is so unadvised as to bar
of that place, or stop it witho
checking him, that distressed King
ing then not able any way to remov
himselfe but in check, and having
piece else of his owne that hee
play, then it is a Stale, and as I sa
before, a lost Game for him that
brought it to that passe. Therefore
let him that foloweth the flying kin
not forbear to give him Checke,
long as he seeth him to have a place
flee to: and when he seeth, that check
ing him, hee hath no place to

of Chesse-play.

Checke, then let him boldly cry
him *Check-Mate*: so shall hee win
the Game and Stake with credit, and
be freed from blushing at a disgrace-
full Stale.

Of a Dead Game.

CHAP. XXII.

A *Dead Game* hath thus much of
the nature of a stale, that it makes
an endlesse end of the Game, both
the Gamesters having lost their la-
bour, and saved their stakes: but for
asmuch as hee that makes it so, not
only had no advantage of his adver-
sary, but rather the worse of the game,
being the Defendant, it is therefore
both tollerable, and excusable; for
hee hath done, as the Law speaketh,
Se Defendendo.

It is thus brought about: When
the

The famous Game

the Assaylant thinking to have some advantage, falleth to take that commeth to be taken, exchanging carelesly man for man : it hath neth that either King hath but one man a piece left him, the Assaylant following his eager pursuit, taketh his Adversaries man, not regarding that his King is in such posture as he may take his also.

Thus both the Kings being deprived of all their men, having not much as one alone left them, the Game is ended, without end ; because the Kings cannot come so neere one the other, as one to lay up another.

Of the two therefore hee hath more credit, that having the word of it before, brings it to a dead Game though both of them doe save the Stakes.

of Chesse-play.

*of the Civill carriage to bee used
in playing at this Game,
which is*

The Conclusion.

CHAP. XXIII.

HAVING thus like a faithfull friend
to the *Game at Chesse*, conducted
along, even to her end & death, (our
last Chapter treating of a *Dead game*)
which yet for the worthines thereof,
wish (for a *Game*) to live ever: And
having likewise faithfully, and (as far
as in mee lay,) industriously taught
thee *Reader*, what ever belongeth
hereunto, to make thee with a little
practise (without which no Art or
skill can ever bee obtained) able suf-
ficiently to play thereat, for thy ho-
nest recreation; I will now con-
clude this little Treatise, with a word
of

The famous Game

of admonition, which I trust thy gentleness will take in no evill part of my hands, And thus it is :

Whereas the truth of this mo-
saying, is knowne to all that know
any thing ; to wit, *Whosoever
bee thou standest in contention with
him for that time doest thou thereby
make thy equall* : It notwithstanding
often falleth out with some, that
for thinking (or knowing) themselves
greater persons then such as they
admit to play with them, they loose
they should observe them, and re-
ferre unto them in all things ; which
they will take license in many things
to doe and behave themselves far
otherwise then the indifferencie and
law of the Game doth allow of,
common civility permit, which
them favoureth ranke of inhumane
arrogancie.

This I say, is seene with many
when being like to lose a Game, they

of Chesse-play.

all to cavelling, wrangling, paulte-
pang, yea, and somtimes growing to ill
language with him they play with-
mo: wherein they deale so undiscreetly
know themselves, as for the lucre or sa-
ving of a little money (a trifle) to
discover their naturall inclination, not
be free from a touch of an ill dis-
position.

This, *Reader*, wish I thee to avoid
playing at this Game, being a sport
of vertuous Society, although thou
playedst with one farre thy inferiour:
it being no disgrace for thee, or any,
to be overcome by industry, in whom
soever it lyeth, as those that are truly
valorous themselves, love valour even
in their enemies.

Doe not therefore, at no time that
thou playest at this Game (out of a
conceit, as I said, that any thing be-
comes thee well) stand singing, whist-
ling, knocking, or tinckering, wherby
to disturb the minde of thy adversa-
ry,

The famous Game

ry, and hinder his projects ; neither keepest thou a calling on him to play, or hastening of him thereunto, or shewing of much dislike that he playeth not fast enough : remember with thy selfe, that besides this is a silent Game, when thy turn is to play, thou wilt take thy own leasure ; and that it is the Royall law so to deale with another, as thy selfe wouldst be dealt withall.

And now to end also all other controversies that might befall betwene such as can play already, so that by this Booke may hereafter learne to play, as many things (even among good players) fall often to be controverted in this Game : Some standing upon the *Spanish* manner of play, some on the *French*, and some upon the *English*, in all which there is diversity ; I have here added in the end, a *Moderator*, or *Pronouncer* of the Lawes of Chess-play, which in

of Chesse-play.

ord, and with a brieife reason, (this
le Volume, not permitting to
rite what a man might thereof,)
all resolve all thy doubts, and still
contention; that so this Game
ay be made as certaine, as it is
owne to be delightfull.

All which, if thou acceptest but
ith kinde courtesie, It shall not re-
ent me to have taken a little paines,
procure thee so great a delight, as
his Noble Game, so playd and so
used, as I have here taught thee,
will at all times of thy ver-
tuous recreation, yeeld
and afford thee.

(* * *)

G

The

The Famous Game



The diversitie of Mates.

The Queenes Mate, a gracious Mate.

The Bishops Mate, a gentle Mate.

The Knights Mate, a gallant Mate.

The Rookes Mate, a forcible Mate.

The Pawnes Mate, a disgracefull Mate.

The Mate by Discovery, the most industrious Mate of all.

The Mate in a corner of the Field.

Alexanders Mate.

*The mate in the midst of the Field,
an unfortunate Mate.*

*The mate on the side of the Field.
a Cowards Mate.*

The blinde mate, a shamefull Mate.

The Stale, a dishonourable Mate.

*The Mate at two draughts, a Fooles
Mate.*

The Moderatour at Chesse,

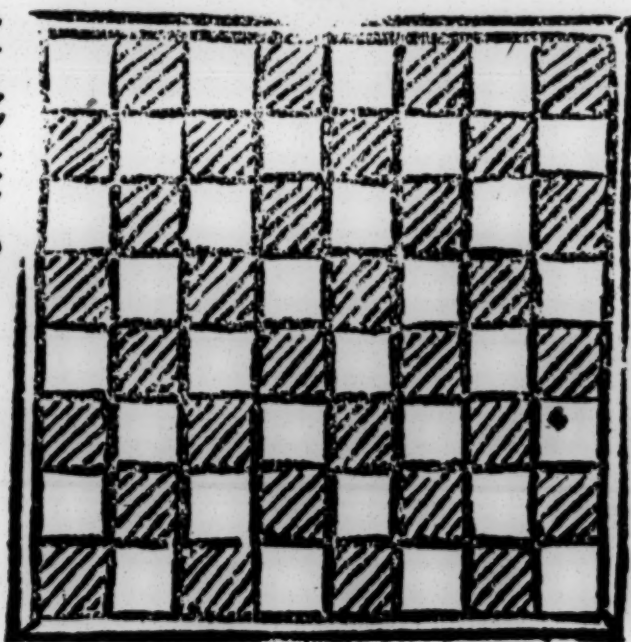
O R,

The Lawes of Chesse-play.

queenes Rookes file.
queenes Knights file.
queenes Bishops file.
Queenes file.
Kings file.
Kings Bishops file.
Kings Knights file.
Kings Rookes file.

His

1. Ranke
 2. Ranke
 3. Ranke
 4. Ranke



4. Ranke
 3. Ranke
 2. Ranke
 1. Ranke

Your

Kings Rookes file.
Kings Knights file.
Kings Bishops file.
Kings file.
Queenes file.
queenes Bishops file.
queenes Knights file.
queenes Rookes file.

of Chesse-play.



THE THIRD PART.

Which is,

THE MODERATOR

At Chesse,

OR,

The Lawes of Chesse-play.

6.

WHereas Pawnes may be plaid
a double remove forward for
their first Draught, yet no Pawne may
enjoy that priviledge without leave,
on whose next file on either side, a
Pawne of your Adversaries is alrea-
die advanced, so farre as your fourth
Ranke.

Because your Pawne may not passe
this Pawnes guard.

G 3

What

The Famous Game

1. What man or piece soever of
your owne you touch, or lift up from
the point whereon it standeth, that
must you play for that draught, if you
way: and into what House or place
soever you set your man, there must
you let it stand for that Draught
according to the ancient saying
Touch man and goe, Out of hand
and stand:

Because, besides that the contraries
were Childes play: were you allowed
a two-fold study on every Draught
you would make the Game not tedious
only, but intollerable.

2. If you take up your adversaries
man, and before you set your
piece in place thereof, thinke best
let it stand untaken; you must kiss
the foot thereof, and cry him mercy
or lose the Game:

Because, you deserve to pay for the
Surgery, if you breake a mans head
& will not give him a Plaister, which

of Chesse-play.

is but small amends.

3. If your Adversary shall play a false Draught, and you spy it not before you play your next Draught after it, It will then be too late challenging him for it:

Because, dotage is faire play.

4. If, by mistaking, you play a false Draught, and your adversary for his advantage lets you alone with it, and playeth his next draught, you can not then recall it:

Because, the harme sustained by false dealing, is but selfe done and selfe had.

5. If at first you misplace your Men, as the Queene in the Kings place, the Knight in the Bishops, &c. and so play some few Draughts, and then spy it; it shall be in your adversaries choyce whether you shall so play out your Game, or begin it new againe:

Because, it may be imagined you
did

The Famous Game

did so of purpose to try his wit, and worke upon his simplicity.

7. Whereas the bringing up of your Pawne of yours to your Adversaries first Ranke, in any of his Noble Houses, is the absolute making of a Queene; yet you shall make none Queene of that Pawne, unlesse your Queene bee already lost: but you may there make it what piece else you please, that already you have lost.

Because, as no two Genrals in one Armie, neither two Queenes in one Kingdome: and monstrous it were to play this Game with more pieces of one sort, then it consisteth of at first.

8. So soone as your Pawne toucheth (by a true Draught,) your Adversaries first Ranke, that is, cometh to any of his Noble Houses, it hath the Name and full power of an absolute Queene, (yours being formerly

of Chesse-play.

erly lost, and there may check, take,
uard, and from thence goe, with as
bsolute a power, as might your for-
er Queene :

Because, that place is her Throne,
where but once set, shee receives
the fulnesse of power belonging to
Queene.

9. Any new made piece else,
both in the like fashion Checke, take,
uard, and goe at full libertie, in his
very making :

Because it is the high reward of his
vertuous endeavour.

10. The King may change or shift
with ei her Rooke (his owne, or his
Queenes) at any time, either before
check, in check, or after check; so long
as neither hee, nor the Rooke he will
change withall, hath yet stirred any
draught.

Because, his Prerogative is, hee
may remove a double Draught to-
wards the Rook, for his first draught
which

The famous Game

which he may not be barred of, unless his first remove be past.

11. The standing of the King in his shifting, ought to be certaine, and not as you please to place him, as some play it:

Because, nothing must be doubtful in this Game: and if in the Kings remove, his *Giste* be not certainly knowne, who shall prepare to give due attendance?

12. The Kings place of standing in his shifting with his owne Rooke, is in the Knights place; This is, in the House where the Kings Knight first stood in: but shifting with his Queenes Rooke, his place is in the Queenes Bishops House:

Because, these are the second Houses from him towards either Rooke.

13. The Rookes place of standing, in shifting with the King, is (for the Kings owne Rooke) in the Kings Bishops

of Chess-play.

Bishops place or House ; and (for his Queenes Rooke,) in the Queenes House, or place :

Because, the Rooke must then possesse that place which the King should have stood in, had hee removed but a single Draught towards the Rooke.

14. The King in shifting may not goe into a checke, nor over a checke: That is ; no place that the King passeth over or goeth to, in his shifting with a Rooke, must then bee prospected, or checked, by any adverse piece; If it be, the King is barred the Prerogative of his shifting, until that check first be covered :

Because, the King cannot secure himselfe, in running into the danger of an enemy.

15. If your Adversarie playeth or discovereth a check to your King, or suffereth you to play your King into Check of some piece of his, and cryeth

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tryeth not Checke to you ;
may then choose to let your King
stand , or so to play him, for the
Draught :

Because, it is a blinde Checke,
a check unseene.

16. But if your King stande
in the Checke of any adverse piece
and you play , or have played, or
Draught or more without avoiding
that Checke ; your Adversary may
cry Checke to you when hee listeth
and for your draught then, make ye
to avoid that Checke you stood in
though perhaps at that time, to you
very great perill :

Because, a Check being ever dan-
gerous, you ought to be as carefull to
avoid it, as to give it.

17. You may at no time pla-
your King into the next house in ran-
or file to the Adverse King :

Because Kings may not personall-
opresse either other, and must be al-
lowed

of Cheffe-play.

grew larger scope for their lodging,
then private men.

18. A Dead game, whosoever
maketh it, is the saving of either
Stakes:

Because, where none is winner, nei-
ther can any be a loser.

19. If any man (therefore) shall
condition by wager, that he will give
Mate, or win the game, and the ad-
versary brings it to a dead Game;
though hee save the first Stake, yet he
shall lose the wager:

Because, hee undertooke to doe,
what by him cannot in that case bee
performed.

20. Whosoever will give over
the Game unfinished, without the
consent of his Adversary, must lose
his Stake:

Because, you may not frustrate a
mans time and industry.

22. Whosoever hath a Blinde
Mate given him, loseth the Game,

The famous Game

no lesse then hee should his life, that
were stricken to death with a blinde
Horse :

1. Because a blinded Mate, is a Mate
even as a blinde Horse is a Horse.

22. Whosoever giveth a Stale,
which is, when the distressed King
uncheckt, can remove no where but
in Checke, and hath no man else to
surre, looseth the Game and his
Stake.

Because he hath unadvisedly stop-
ped the course of the Game,
which is to end onely by
the grand Check-
Mate.

FINIS.



that
inde

late

le
ing
out
to
his

op.

